

Tips and Tricks to Teaching Technology

Do use project based activities, especially ones that can be shown to other people.

Do challenge the youth. If it's too boring, they won't be interested.

Don't make things too difficult. If it's unmanageable, they won't be interested.

Do use projectors hooked to computers if possible. Watching you go to the website and clicking in the right spot is very helpful for most youth regardless of age.

Do have a good variety of activities.

Don't try to go through difficult projects quickly just to have a variety of activities.

Don't sit too long. Very young children (K-2) do a lot better if they can run around for a few minutes before getting stuck inside on the computer.

Do remember that technology is more than the Internet. Cameras, GPS units, and all machines are examples of serious technological advances.

Don't try to work with a group all by yourself. Typing in URLs can be tricky for some youth, and it's very helpful to have an extra set of hands to keep you from getting too frustrated.

Do monitor which websites youth are using during free time. A good way to encourage using appropriate sites is to give them a list of safe places.

Do budget your time appropriately. Making a spreadsheet, even a simple one, can easily take up two sessions. Making a tornado on Cyber Camp will hardly fill half an hour.

Do try out all your activities before using them. If you aren't sure if your instructions are clear, ask a friend/adult/mentor to try it out too.

Do ask for help when you need it. There are dozens of people who want you to succeed.

Don't EVER give out personal information in a chat room or a blog

Do set limits on your own technology time. Eating well, getting outside, and seeing people in real life are just as important as beating your newest game.

Don't let all your pictures sit on your computer or a cd. PRINT them every now and again, and display them.